

2020 BMRW Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on right table. Pistols holstered.

SHOOTER STARTS: at left table, Shotgun in hands. Signal ready by saying, **"Well now, whatya suppose Hell's gonna look like?"** - *from Hombre*

ON SIGNAL: engage the Shotgun targets any order.

From right table, engage Rifle targets with a "Twister Sweep" from the left.

From right table, engage Pistol targets same as Rifle instructions.

Note: "Twister Sweep" - 1,2,3,4, - 2,3, - 1,2,3,4

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.

R1 R2 R3 R4



P1 P2 P3 P4



2020 BMRW Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle and Shotgun on shelf in cabin. Pistols holstered.

SHOOTER STARTS: in cabin with hands on Shotgun shells. Signal ready by saying, **"It's not dying I'm talking about, it's living!"** – from *Lonesome Dove*

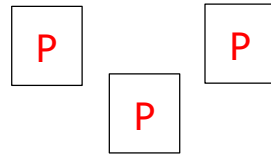
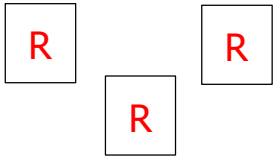
ON SIGNAL: engage Shotgun targets any order.

From cabin, engage Rifle targets with 5 rounds on center target, then alternate 5 rounds on the two outside targets.

From anywhere between cabin and outhouse, engage the Pistol targets same as Rifle instructions.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



Outhouse



2020 BMRW Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun

STAGING: Shotgun on table under water tower. Rifle on shelf in train. Pistols holstered.

SHOOTER STARTS: in train, hands at SASS default. Signal ready by saying, **"You can't have no idea how little I care!"** – from *Monte Walsh*

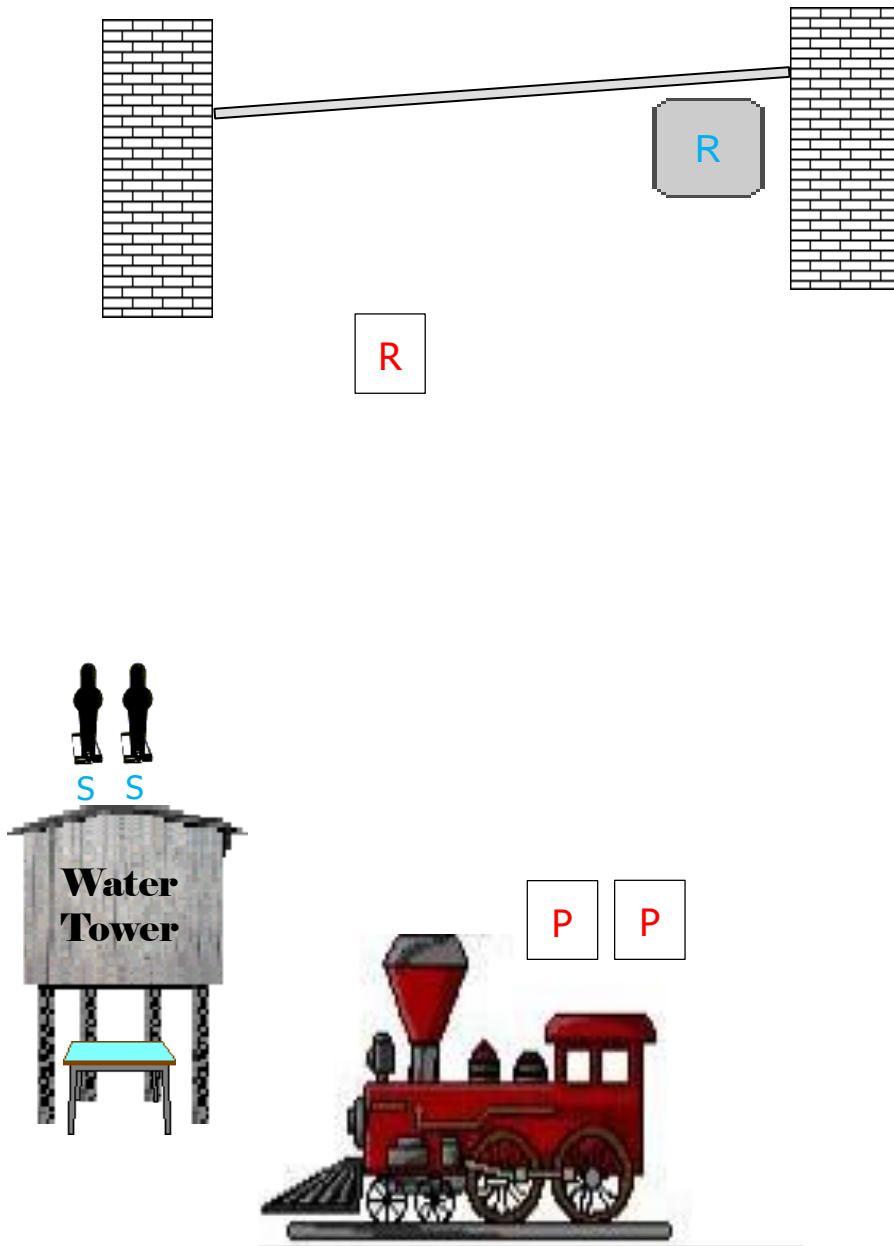
ON SIGNAL: engage Rifle targets with a 6-3-1 Sweep, starting on the moving target. (Rifle target must be moving before engaged).

From train, engage Pistol targets same as Rifle instructions (starting on either target.)

From under water tower, engage Shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



2020 BMRW Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on table in Madame Orr's house. Shotgun on table in alley. Pistols holstered.

SHOOTER STARTS: standing at table in Madame Orr's house with hands on hat. Signal ready by saying, **"My wife is in Hell, where I sent her!"**
- from Lonesome Dove

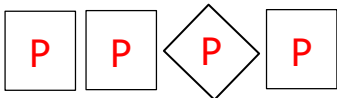
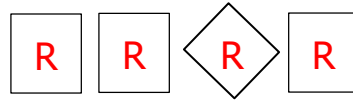
ON SIGNAL: engage Rifle targets with a 3-3-1-3 Continuous Sweep from the left.

From table in alley engage Shotgun targets any order.

From the table in the church, engage Pistol targets same as Rifle instructions.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.

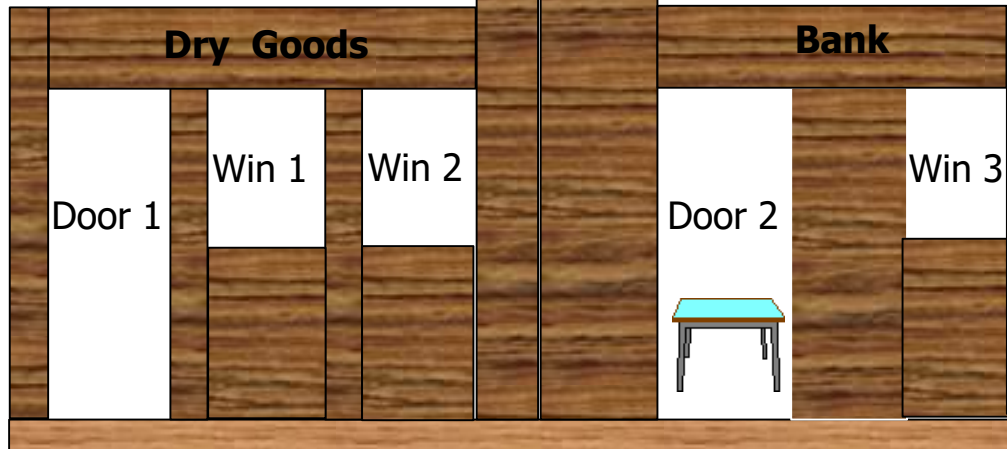
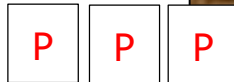


2020 BMRW Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on shelf in Window 3. Shotgun on table in Doorway 2. Pistols holstered.

SHOOTER STARTS: at Window 2, with hands at Texas Surrender. Signal ready by saying, **"Don't piss down my back and tell me it's rainin'."** - from *The Outlaw Josey Wales*



ON SIGNAL: engage Pistol targets by double-tapping the center target, then sweep the three targets starting on either end. Then repeat.

From Window 3, engage Rifle targets same as Pistol instructions.

From Doorway 2, engage Shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.

2020 BMRW Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on shelf in Window 1.
Shotgun on shelf in Window 1.
Pistols holstered.

SHOOTER STARTS: in Doorway with hands at low surrender. Signal ready by saying, **"The older the violin, the sweeter the music!"** – from *Lonesome Dove*

ON SIGNAL:

From Window 1, engage Rifle targets with 5 rds. each any order.

From Window 1, engage the 2 Shotgun targets any order.

From Window 2, engage the 2 Shotgun targets any order.

From Window 3, engage Pistol targets with 5 rds. each any order.

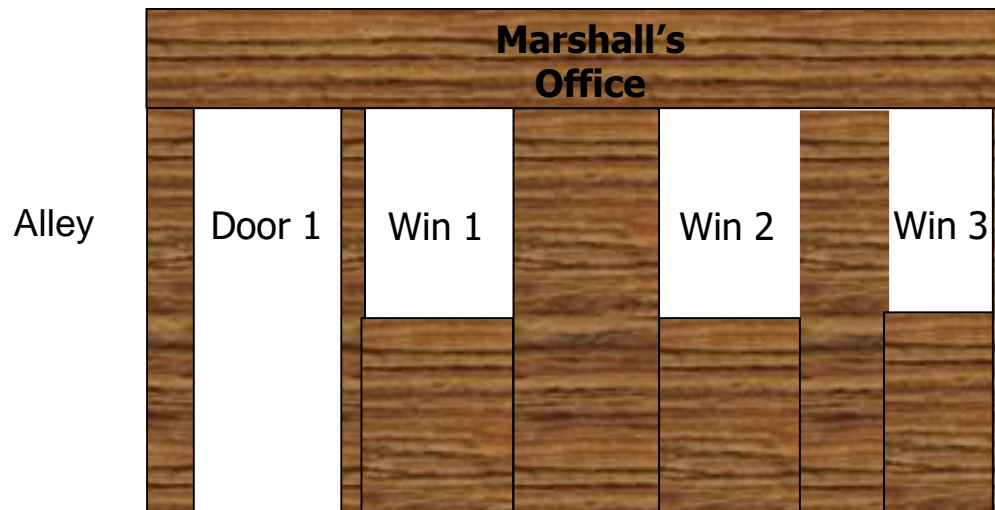
The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.

R R



P P



2020 BMRW Stage 7

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Shotgun on left table. Rifle on right table. Pistols holstered.

SHOOTER STARTS: between tables, hands at low surrender. Signal ready by saying,

“Remember, Ramón, always aim for the heart.”

– from A Fistful of Dollars

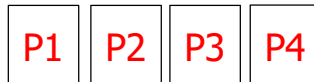
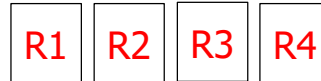
ON SIGNAL: engage Pistol targets with a double-tap on P1, then sweep P2, P3, and P4 for 5 rds. Repeat.

From right table, engage Rifle targets, same as pistol instructions.

From left table, engage Shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



2020 BMRW Stage 8

10 Pistol, 10 Rifle, 2+ Shotgun

**STAGING: Shotgun in Outhouse.
Pistols holstered.**

SHOOTER STARTS: in Cabin with Rifle in hands. Signal ready by saying, **"I like these guys - they are funny guys."** – from *Three Amigos*

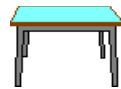
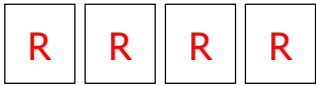
ON SIGNAL: engage Rifle targets with a 1-4-4-1 Sweep, starting on either end.

From center table, engage Pistol targets same as rifle instructions.

From outhouse, engage Shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



Outhouse



2020 BMRW Stage 9

10 Pistol, 10+1 Rifle, 4+ Shotgun

STAGING: Rifle on shelf in train.

Shotgun staged on table behind train. Pistols holstered.

SHOOTER STARTS: in train with both hands on rope. Signal ready by saying, "**People scare better when they're dying!**" – from *Once Upon a Time in the West*

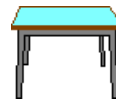
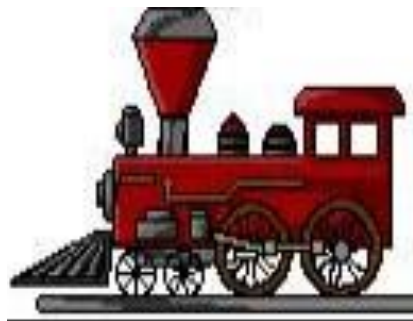
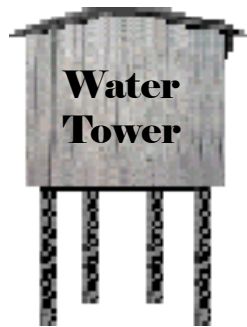
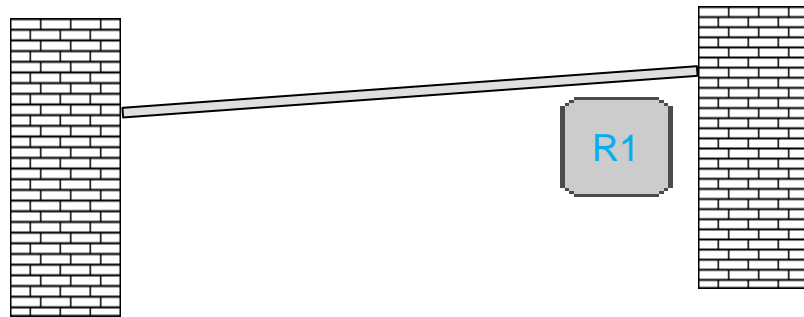
ON SIGNAL: with Rifle, engage R1 with 11 rounds. May load 11th round any time after the beep. (Rifle target must be moving before engaged).

From table behind train, engage Pistol targets with a Continuous Nevada Sweep, starting on P2, then go either direction.

From table behind train, engage Shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



2020 BMRW Stage 10

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Shotgun on table in church.
Rifle on table in alley. Pistols
holstered.

SHOOTER STARTS: in church, arms crossed
on chest. Signal ready by saying,
**"That dog don't take to pettin',
son."** – from *Hondo*

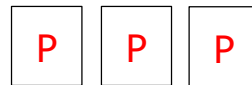
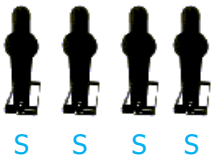
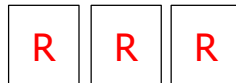
ON SIGNAL: engage the Shotgun targets any
order.

From table in alley, engage the Rifle
targets by double-tapping both outside
targets, then 6 rds on center target,
starting on either end.

From table in Madam Orr's house,
engage Pistol targets same as Rifle
instructions.

**The knockdowns must fall to avoid
being scored as a miss.**

When done, get Rifle and Shotgun and move
to unloading table.



2020 BMRW Stage 11

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Shotgun in Window 1, Pistols holstered.

SHOOTER STARTS: at Door 1, Rifle in hands. Signal ready by saying, **"Get three coffins ready!"**
- *from A Fistful of Dollars*

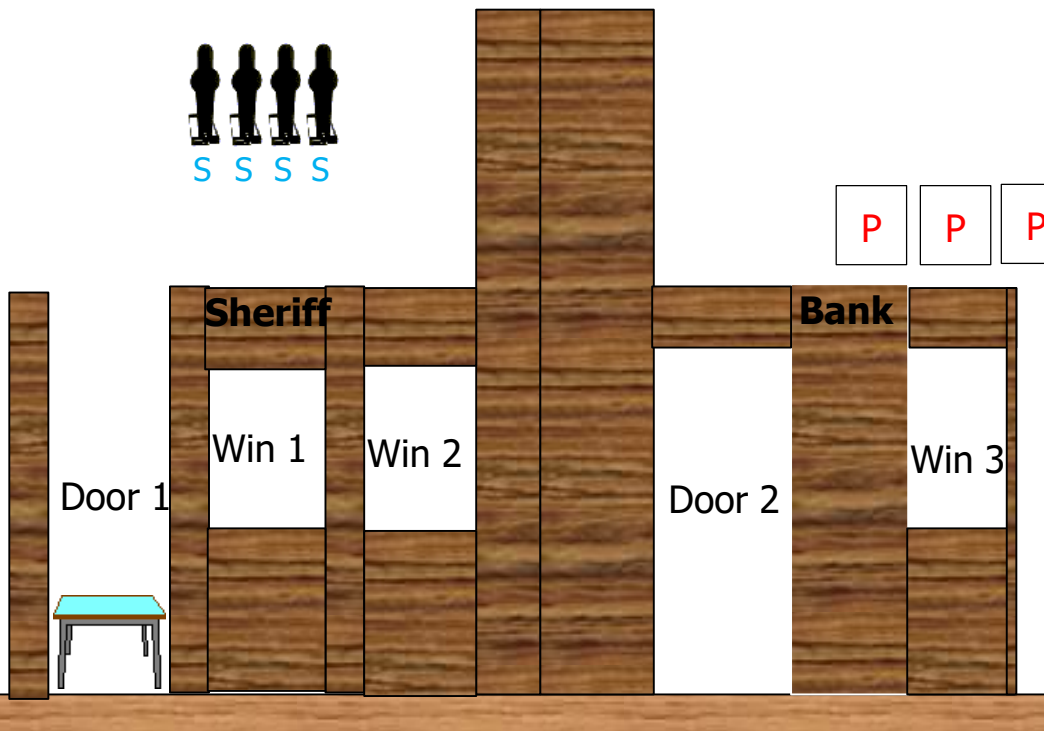
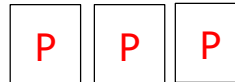
ON SIGNAL: engage Rifle targets with a 1-2-4-2-1 Sweep starting on either end.

From Window 1, engage Shotgun targets any order.

From Window 3, engage Pistol targets same as Rifle instructions.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



2020 BMRW Stage 12

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on shelf at Window 1.
Shotgun on shelf at Window 2.
Pistols holstered.

SHOOTER STARTS: at Window 1, with hands on hat. Signal ready by saying, **"Ten minutes you'll be smokin' in Hell!"**
– from For A Few Dollars More

ON SIGNAL: engage Rifle targets with a "Hoosier Sweep".

From Window 2, engage Shotgun targets any order.

From Window 3, engage Pistol targets same as Rifle instructions.

(Note: "Hoosier Sweep" – 4 rds on R2, then 2 rds on R1, 2 rds on R2, and 2 rds on R3.)

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.

R1 R2 R3



P1 P2 P3

Marshall's
Office

Alley

Door 1

Win 1

Win 2

Win 3

2020 BMRW Man-on-Man

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Shotgun and Rifle on table. Pistols holstered.

SHOOTERS START: at tables, hands on hat.

ON SIGNAL: engage Rifle targets with a "Cute Kitty Carbine Sweep". From fence, engage Pistol targets same as Rifle instructions. From table, engage Shotgun targets any order. THEN engage your respective silhouette target. (Silhouette must be last).

NOTE: "Cute Kitty Carbine Sweep" – engage R1, R2, R3, R4 with 3 rounds on either center target, then sweep from either end, then 3 rounds on the other center target.

Any misses or procedurals - the shooter or shooters do not advance.

